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Divination

With

DnD Dice

Reference Guide

Dice

D4 = Element

D6 = Problem

D8 = Action Needed

D10 = Difficulty

D12 = Time

D20 = Lesson

Element

1 = Air

2 = Fire

3 = Water

4 = Earth

Problem

1 = Plot

2 = Character

3 = Thought

4 = Diction

5 = Song

6 = Spectacle

Action Needed

1 = Right View

2 = Right Resolve

3 = Right Speech

4 = Right Action

5 = Right Livelihood

6 = Right Effort

7 = Right Mindfulness

8 = Right Concentration

This is the reading I gave:

"The reading suggests there's some conflict stemming from letting passion overtake reason in your interactions with others. You believe very passionately in your ideals, but how you talk about them to others looks like it's causing tension. This seems like it will be of moderate difficulty to grapple with, not easy but by far not the hardest thing you've dealt with. The reading suggests being mindful of your words and advises to concentrate on your inner power rather than seeking validation for your ideas from others. "

When pulling together a reading you want to look for conflict, strengths, and resolution.

There was a lot of fire (passion) and air (communication) in this reading, while they work great in harmony, they can really hurt the user when out of balance so that was the conflict. Passion is a beautiful thing even when it's not in alignment and I didn't want the reader to think their ideals were the problem since the rest of the reading pointed out their words so their passion was their strength. The resolution lay in relying on their own internal strength for validation rather than others, that that would lead to better communication and less conflict overall.

I'm still learning myself. It takes practice so don't give up!

The lesson dice is there to indicate what can be learned from the situation. Every situation is an opportunity to grow and evolve. It's based on the framework of the Major Arcana as teachers and posits that every situation can likewise be a teacher to us all. This dice can help refine the problem dice as well. It can be hard to keep this dice from getting preachy so make sure to be honest about what this dice is saying but temper it so as not to be patronizing.

Putting the Reading Together

Like all divination, the goal is to look for patterns and craft those patterns into coherent themes. Like reading a novel, you're reading between the lines to make the reading more useable than the raw info the dice turn up. An example of my notes for a reading are:

D4 - Element: 2 - Fire

D6 - Problem: 3 - Thought

D8 - Action Needed: 3 - Right Speech

D10 - Importance: 51 - Middle

D12 - Time: Evening/Summer

D20 - Lesson: 8 - Strength

Time

Number can be read as time of day; AM if most dice are even, PM if most dice are odd

Number can be read as a month and thus time of year; spring/summer/fall/winter

Lesson

1 = The Magician

2 = The High Priestess

3 = The Empress

4 = The Emperor

5 = The Hierophant

6 = The Lovers

7 = The Chariot

8 = Strength

9 = The Hermit

10 = The Wheel of Fortune

11 = Justice

12 = The Hanged Man

13 = Death

14 = Temperance

15 = The Devil

16 = The Tower

17 = The Star

18 = The Moon

19 = The Sun

20 = Judgement

Element

Air - Mental, Academic, Communication, Anxiety

Fire - Spirituality, Passion, Ideals, Anger

Water - Emotional, Romantic, Connection, Depression/ Sadness

Earth - Physical, Material, Home, Emotional Block

I use the Element dice to give an indication for the area of life the reading pertains the most too. I look for indications with other dice as to what the element dice might be speaking to more specifically, but it gives me a place to start.

Problem

Plot - drama, conflict, things outside of your control, change

Character - another person is blocking/causing problems, fixation on a person, possibly even loss of a person

Thought - paradigms getting in the way, not in touch with reality, judgmental, fear/anxiety, getting stuck in your head

Diction - how a person talks is causing problems, speaking too much/too little, passive aggression, divisive or hateful language

Justice - objective truth, standing by/doing what is right, lawful good, cutting ties with deceivers, protect the community

The Hanged Man - Insight, understanding impermanence, sudden realization, enlightenment, major paradigm shift

Death - the old makes way for the new, the cycle of life, we all die in the end, reinvention

Temperance - spiritual balance, abstaining from negative influences, taking responsibility for one's internal well being

The Devil - materialism as bondage, enjoy pleasure without becoming victim to it, pleasure seeking as escapism

The Tower - being shaken to the core, foundations pulled up, self of self overturned, ego shaken

The Star - uneasy hope, possibilities, leaving and traveling, opportunities somewhere else, dare to dream

The Moon - deception, things aren't always what they appear, intentions and actions do not line up, reflect, see the true nature of things

The Sun - relax and enjoy your accomplishments, celebrate with friends and family, share your abundance, revel in joy

Judgment - shine a light on everything, be honest, be critical and fair, lay firm boundaries, take up the old and make it new

Lesson

The Magician - jack of all trades, master of none, experiment, unfocused, learning, skilled but unrefined, beginning

The High Priestess - balance, intuition, insight, between worlds, lessons learned while solitary

The Empress - growing, flowering, creativity, taking what you have and making it thrive, thriving where you're planted

The Emperor - expand, leader, confidence, step up and create the life you want/need, protect what/who you have

The Hierophant - balance between material and spiritual, lessons learned from teachers, benevolence, structure

The Lovers - connection, union, positive outlook, nostalgia, romanticism, love given freely

The Chariot - power, confidence, leadership through passion/emotional intelligence, decisive action

Strength - rely on internal direction/sense of self, internal strength and peace, resilience

The Hermit - internal knowledge and discovery, minimalism, truth is inside you, you are capable on your own

Song - Harmony with another, being out of sync with one-self or another, learning to join the choir/group, teamwork

Spectacle - Things seem worse than they actually are, petty fights, aesthetic/surface level changes, playing with how things are perceived to achieve an outcome

The Problem dice is based on Aristotle's Six Elements of Tragedy, a dramatic and literary analytical framework. I use this to see what might be the at the crux of the problem in the area the Element dice indicated. The Action Needed dice can also refine the Problem.

Action Needed

Right View - seeing the situation for what it truly is, actions have consequences, material reality, paradigm shift

Right Resolve - being intentional, recommitting, choosing what is right, dedication and ambition

Right Speech - be honest/don't lie, don't be passive aggressive/be forthright, speak compassionately and for the benefit of others.

Right Action - don't harm others, act compassionately and for the benefit of others, take positive action

Right Livelihood - don't profit from harming others, long term commitment to benefitting others, take only what you need and give what you do not, ethical employment

Right Effort - Exert influence on your environment to cultivate a better internal world, set strong boundaries, avoid negative influences and seek out positive ones, "just do the thing"

Right Mindfulness - Don't make things out to be more than they are, see them for what they are, know life is in transition, don't define the self by these external transitory states

Right Concentration - unification of the mind/body, unlocking higher levels of thinking and feeling and operating, don't let desire for what might be get in the way of what is, healthy detachment

The Action Needed dice is based on the Eightfold Path of Buddhism. While the particulars of the path vary by the different schools/traditions, these seem to be the most common English translations. This dice is usually pretty straight forward, especially when taken in consideration with the rest of the dice.

Difficulty

Pretty self-explanatory. The higher the difficulty, the longer the process will take. Gives an indication about how important or long term the reading will be.

Time

Winter - focus on the self, rest, restore yourself, weather the storm, be the light the world isn't giving you, inner strength

Spring - new beginnings, plant seeds, the rain and the storms lead to new growth

Summer - wait to harvest, find shade, relax

Fall - harvest, make preparations for winter, celebrate accomplishments.

You can also think of what sabbat is in that month and the lessons inherent in that holiday.

9-5 - Work related, stress, out of your control

5-12 - Free time, friends and family, hobbies

12-9 - rest, dream, restore yourself

You can also take the month and the time to be literal if the reading calls for it.